

Your search for (viewpoint\* or view <near/2> point?) <and> (texture? <near/5> map\*) <and> ((full\* or entire\* or complete\*) <near/2> surround\*) matched 0 out of 282387 documents.

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Your search for **viewpoint\* <and> texture <near> map\* <and> (wrap\* or surround\*)** matched 0 out of 282387 documents.

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File 256:SoftBase:Review. Companies&Prods. 85-2000/Aug

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File 278:Microcomputer Software Guide 2000/Sep

(c) 2000 Reed Elsevier Inc.

Set	Items	Description
S1	0	P()(SURFACE? OR SPHERE? OR PLANE? ?) OR PSURFACE? OR PSPHERE?
S2	354	VIEWPOINT? OR VIEW(1N)POINT? ? OR DIRECTION(1W)VIEW? ?
S3	258	(TEXTURE? OR TEXEL?)(5N)(MAP? ? OR MAPP? OR APPLICATION? OR APPLY?)
S4	114	(FULL? ? OR COMPLETE? OR TOTAL? OR ENTIRE?)(3N)SURROUND? OR WRAP?()AROUND OR (IMMERS???? OR ENVELOP?)(5N)(SCENE? OR IMAGE? OR DATA OR PICTURE? OR GRAPHIC? ? OR SPACE)
S5	0	SAMPL?(5N)(VISIBLE OR VIRTUAL OR DIGITAL)(3N)(WORLD? OR SPACE OR ENVIRON?)
S6	1487	S1 OR SURFACE? OR PLANE OR PLANES OR SPHERE?
S7	0	S6 AND S2 AND S3 AND S4
S8	0	S2 AND S3 AND S4
S9	0	S6 AND S3 AND S4
S10	2	S3 AND S4
?		

10/5/1 (Item 1 from file: 256)  
DIALOG(R) File 256:SoftBase:Reviews,Companies&Prods.  
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00099070 DOCUMENT TYPE: Review

PRODUCT NAMES: Detailer (626287)

TITLE: Graphics package offers fast 3-D drawing tools  
AUTHOR: Johnson, R Colin  
SOURCE: Electronic Engineering Times, v918 p36(1) Sep 9, 1996  
ISSN: 0192-1541  
HOMEPAGE: <http://www.eet.com>

RECORD TYPE: Review  
REVIEW TYPE: Product Analysis  
GRADE: Product Analysis, No Rating

Fractal Design's (now MetaCreations') Fractal Design Detailer and Microspot's 3D World are bundled together to provide engineers with tools that paint textures on 3D objects in real time on a PC. This type of task usually requires a high-end, expensive 3D workstation. Detailer does not wait for a render engine to map textures on 3D objects; instead, it uses the same type of natural painting tools for 3D as in Fractal's popular 2D Painter. Detailer also maps natural texture maps onto 3D objects in real time, and engineers can create new basic objects or import 32 different 3D objects from widely used modeling packages, and map textures and add relief, shininess, roughness, transparency, and highlights to objects. Objects from Ray Dream Designer, 3D Studio, and 3DMF can be imported, and completed scenes can be exported to Photoshop or Painter as PICT files for final rendering. Five map types are supported, and a dialog box provides control over the manner in which 2D maps wrap around 3D objects. 3D tools include a virtual trackball for object rotation and an advanced set of lighting controls. Texture maps can be resized, occluded, and hidden at the discretion of the user. A built-in renderer creates fully antialiased images in any resolution, and preserves layer information and masks. The companion 3D World program maps video onto objects.

COMPANY NAME: MetaCreations Corp (493601)  
DESCRIPTORS: 3D Graphics; Graphics Tools; Paint; Image Processing; Models;  
Graphics for Science & Engineering; Draw  
REVISION DATE: 20000730

10/5/2 (Item 2 from file: 256)  
DIALOG(R) File 256:SoftBase:Reviews,Companies&Prods.  
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00094120 DOCUMENT TYPE: Review

PRODUCT NAMES: Detailer Macintosh Beta (626287)

TITLE: Detailer takes guesswork out of 3-D texture maps  
AUTHOR: Long, Ben  
SOURCE: MacWEEK, v10 n32 p1(2) Aug 19, 1996  
ISSN: 0892-8118  
HOMEPAGE: <http://www.macweek.com>

RECORD TYPE: Review  
REVIEW TYPE: Review  
GRADE: A

Fractal Design's Fractal Design Detailer Beta for the Macintosh seems to be an innovative new product that allows users to paint directly on 3D objects; it eliminates much of the trial-and-error generally associated with multiple renderings when creating texture maps. Its target market is the traditional 3D artist and 2D graphics designer, and it seems

well-designed and full-functioned enough support both. Some important features were not present, but those provided give users fast, robust tools for creating **texture maps**. 3D novices also get a relatively straightforward tutorial in the creation of 3D effects. Detailer resolves one of the most thorny problems related to **texture map** creation: painting an image that maps correctly when **wrapped around** a model. Detailer's real-time painting allows users to immediately view where the map's details will show up on the model. Users paint on 3D objects using natural media tools, textures, and multilayered painting effects like those in Fractal's Painter.

COMPANY NAME: MetaCreations Corp (493601)

SPECIAL FEATURE: Screen Layouts

DESCRIPTORS: 3D Graphics; Image Processing; Graphics Tools; Apple  
Macintosh; Draw; Paint

REVISION DATE: 20000730

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COMMERCIAL DATABASE SEARCH FOR 09/228760

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*	Prepared for: Thu-Thao Havan, 2779	*
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*	By : Ellen Lytton, EIC2700 308-7793	*
*		*
*	Date : September 26, 2000	*
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Examiner Havan:

Attached is the search you requested on the interactively viewing full-surround image data. Please let me know if you would like to refocus or modify the search in any way.

Ellen